Game Guide – Update 21

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2 THE BASICS

2.1 HOW TO PLAY

Take part in events to change your stats, affecting your Weight when you sleep.

Sleeping causes a day to pass, and new locations unlock every few days. You can pick certain dialogue options to unlock locations early.

Every location has an associated NPC and events. Depending on your actions, NPCs can like or dislike you, with new events and endings becoming accessible as a result.

2.2 Early game choices

At the start of the game, the Cabbie will ask you why you came to the town. These three options confer hidden bonuses.

- "I'm here for adventure!" - Start the game with the Park and Gym unlocked.
- "I'm here to make friends!" - Your starting Relationship with each character is higher.
- "I'm here to try all the delicious food!" - Your starting Weight is a bit higher.

2.3 Stats

You have three stats: Fullness, Energy and Relationship. Fullness is raised by eating and taking part in certain events. Energy is expended by visiting locations or exercising.

When you sleep, your Fullness decreases, and your Energy is restored. The fuller you are when you sleep, and the less energy that needs to be restored, the more Weight you gain. Additionally, it becomes easier to gain Weight as the days go on.

Relationship is tracked individually for each character, with more intimate activities becoming available when characters like you. If Relationship is low, characters are likely to sabotage you, often resulting in a Bad Ending. You can modify your Relationship by complimenting, insulting, flirting, and bullying a character.

2.4 Dreams

Whenever your character sleeps, there's a chance they'll have a dream. The first dream you experience is random; it cycles through them on subsequent dreams.

Receiving a Massage at the Hotel Spa leaves you feeling relaxed, and you are guaranteed to have a dream that night. You can also obtain a Dream Catcher from the same location, which allows you to replay any dreams you've already had.

2.5 Clothing

Gaining weight will frequently destroy your clothing, and you will be directed to visit the Clothing Store to have them fixed. A few scenes also cause your clothing to disintegrate every time.

If you model enough of Matt's clothing, then model the 'Compression Outfit', you gain the option to ask about acquiring a stretchy outfit. If Matt likes you, he'll give you Stretchy Clothing which cannot be destroyed.

2.6 Bad Endings

Along with multiple Good Endings there are tons of Bad Endings throughout the town. These are usually achieved by provoking the townsfolk or making bad decisions that result in your inability to continue.

Luckily, for reasons unknown, you can return from Bad Endings at the cost of some of your Weight.

3 Locations

There are currently 9 locations to visit. They unlock on certain days, through dialogue and a few options in the early game.

3.1 Hotel

The Hotel is unlocked from the start of the game and serves as your main hub between journeys to other locations.

On day 3, Room Service becomes available from your hotel room. This is a convenient way to raise Fullness without leaving your room but results in a Bad End if Simon hates you.

The character for this location is Simon, the sleep-deprived wolf. His content is primarily role-reversal in nature. He's meek and shy when smaller than you but large and in charge once he's enormous.

You can start Simon's Route by Helping out around the hotel. After he leaves for the first time, additional events will appear.

If Simon is at max weight and you ask how he's doing, he'll reveal a host of Extra Services for you.

3.2 Burger Joint

This location is unlocked the first time you leave your hotel room.

On day 12, the Eating Contest becomes available at the burger joint. You can eat your way through three rounds and a further three rounds where competitors you've already beaten return bigger than before!

The character for this location is Terry, the overworked ferret. His content involves innocent feeder content, combined with a gradual enjoyment of newfound size.

You can start Terry's Route by asking How are you and finding out about his aspirations as an Eating Contest competitor. You can then help him Train and unlock additional scenes as he advances weight tiers. You can also watch him compete, without partaking in the contest yourself.

You can offer to help out, but Terry will turn you down if you haven't attended a cooking class at the Church.

Terry is canonically ace, and much of his content reflects this. If Terry likes you, you can ask him out on a Date. All of his maxed-out scenes are intimate but without explicit sexual content.

3.3 Clothing store

This location is unlocked the first time you try to leave your hotel room with ripped clothes. If you're already close to your clothes ripping for the first time, you can unlock the location early by asking Simon about it.

The character for this location is Matt, the excitable poodle. His content centres around weight gain's interactions with clothing and some "mean feeder" content.

Matt's route is quite basic and can be started by Getting him snacks. Doing this a couple of times will reveal new scenes, eventually ending in a Fashion Show.

If your Relationship is above 90, you can also ask Matt to cross-dress for you. His maxed-out scenes include tons of fatty body worship, as well as puppy-play.

If you're big enough, you can Model clothes. Doing this three times and then modelling the Compression Outfit will allow you to ask Matt about Stretchy clothes. He'll give you them if he likes you enough, and they never need to be repaired.

If you've received breast plugs from Nettie and do Matt's 100 relationship breast worship scene, there is a lactation variant with its own bad ending.

At max relationship, you can ask Matt on dates. New locations unlock as he gets heavier.

3.4 Hotel Pool

This location unlocks on day 6.

The character for this location is Ripley, the lazy otter. Her content involves laziness, booze and casual weight gain.

You can start Ripley's Route by making drinks with her at the poolside bar. After leaving for the first time, this unlocks new scenes from her Main Menu.

If you try to Swim while comically obese, Ripley will let you use her private Hot tub instead.

After most of her events, there's a chance for her to have a Mishap. These include:

- Falling in the pool (You can help or tease her)
- Getting super drunk (and squishing the player)
- Drinking a fatty drink (and embarrassing the player)
- The lifeguard tower collapsing (Repaired in a few days)

If Ripley severely dislikes you, she will sabotage the pool. Trying to use it that same day will result in a Bad End. However, if you spot that it's been sabotaged, you can Push her in.

3.5 Hotel Spa

This location unlocks on day 9.

The character for this location is Sofi, the intimidating panther.

You can begin her route by receiving a Massage. Every two events, she'll head off for the day and return larger the next. When she reaches her maximum size, you can Offer her a massage as well.

If you max out your Relationship, she'll offer you sex. You can also unlock this by having more than three massages, being over 75 Relationship, and asking for a regular massage.

When you give Sofi a Massage, if you've been intimate before and she doesn't hate you, you can also steer the massage into some unique intimate scenes.

Mud baths are available when your weight is very high, which has its own bad ending.

When you get a breast massage while wearing breast plugs, a milk-addict variant will be shown instead, along with a possible bad ending.

3.5.1 Relaxation mechanic

When you receive a Massage from Sofi, you are guaranteed to have a dream the next time you sleep. After you've had a dream, you can ask her for something to help you sleep and receive a Dream Catcher that allows you to replay any dream you've had previously.

3.6 Park

This location unlocks on day 15. You can unlock it from the start of the game by choosing "I'm here for adventure!" when you're asked why you're visiting the town.

The character for this location is Ben, the competitive rabbit. His content centres around fit-to-fat content and the embarrassments that it entails.

When you arrive at the park for the first time, Ben will not be present. Use Talk to runner to flag him down and begin your rivalry.

To begin Ben's Route, compete with and sabotage him. Continually sabotaging him will gradually cause him to gain weight. Be warned, however, as he'll begin sabotaging you the more competitions you win!

At max Relationship, he has several dates and sex options.

If you Walk or Jog while your Relationship with Ben is low, it will result in a Bad End.

3.7 Gym

This location unlocks on day 18. You can unlock it from the start of the game by choosing "I'm here for adventure!" when you're asked why you're visiting the town.

The character for this location is Hunk, the muscular ram. His route primarily focuses on muscle-fat bodies and dominant-but-vulnerable fatty content.

To start Hunk's Route, choose to Give him a protein shake from the Gym's main menu. After he leaves for the first time, other scenes will become available.

At maxed-out Relationship, he has several sex options that escalate the larger you get. After you hit a certain weight and sleep with him, it'll unlock fat-kink sex scenes as well.

3.8 Dairy Farm

This location unlocks on day 21.

The character for this location is Nettie, the dairy cow. The bulk of her content relates to huge breasts, lactation and milk addiction.

You can start Nettie's Route by selecting Ask about her to unlock the option to Help around the farm. Helping around the farm a couple of times will unlock new scenes.

If you Ask about the dairy farm, you can Buy milk from the farm. This also allows you to Ask about the milk, and if she likes you enough, she'll reveal that she produces it and will enable you to Get milk from the tap.

3.8.1 Milk addiction mechanic

Frequently drinking Nettie's milk causes you to build an invisible addiction statistic, which begins to affect the way you interact with Nettie, sleep and can lead to your character's body changing as well.

Continuing to drink her milk will result in a Bad End.

Maintaining a high level of milk addiction will also cause you to lactate, eventually growing breasts if you don't already have any. Nettie can be asked for Lactation

help and provide you with gadgets to use from your hotel room. After you have a Personal milker, you can also use the Milker in her barn.

3.9 Church

This location unlocks on day 24.

The character for this location is Bertha, the bear nun. Her contents' main themes are fanatical weight gain and stuffing.

Ask about the Church to unlock Sundae service.

Ask about the town to unlock Bake sale and cooking class scenes.

To begin Bertha's Route, attend Sundae service for the first time. As she gains weight, some of her other scenes start causing her to gain weight as well.

3.9.1 Faith mechanic

Faith is a hidden statistic representing how the mysterious forces behind the town perceive you. By insulting the Deity at the Church or repeatedly losing weight between check-ins with them, your Faith can fall so low that it triggers a Bad End the next time you dream.

4 Seasonal events

4.1 Halloween

This event is active during real-world October. You can access the content from your hotel room.

You can get a costume and go trick-or-treating. If you try to do the latter event first, the townsfolk will be unhappy that you're not wearing a costume.

After trick-or-treating multiple times, you will be able to investigate the howling and visit the haunted house. To solve the ghost's puzzle, you need to find their old journal in the study. You can open the journal from rooms throughout the haunted house and click specific icons that only appear in certain rooms. Once the journal's contents are revealed, you need to memorise it for the ghost's quiz.

You can have a unique encounter if you trick-or-treat when you already have lots of candy and can encounter a Bad End if you repeatedly ask the townsfolk for candy in the same night, then eat what they give you.

4.2 Christmas

This event is active during real-world December, with more events unlocking throughout the month. You can access the content from your hotel room.

Events and the days they unlock are as follows:

- On the 1st of December, Simon will bring you an advent calendar. The following events are unlocked by opening doors on the calendar on or after specific dates.
- On the 10th of December, you can decorate the Christmas tree and admire the tree.
- On the 15th of December, you can deliver presents to the townsfolk.
- On the 20th of December, you can attend a Christmas feast.
- There's no special event on the 25th of December, but you do get a nice little letter from the townsfolk.

4.3 Easter

This event is active during real-world April.

You can hunt for Easter Eggs from the “Celebrate Easter” menu, and will visit any location you’ve already seen. Upon meeting Ben and Bertha through the Easter Egg Hunt activity, you can feed them the eggs instead of eating them yourself.

When eating the eggs or feeding them to Ben or Bertha, collecting more than 20 results in longer scenes.

5 Step-by-step guide

-Spoilers ahead-

- Play through the game until you unlock the Church, the final location.
- Talk with each location's character until their blue text becomes visible on your tablet.
- After all nine are found, you will be visited by the Deity when you sleep. They will then encourage you to bad end.

- When you next bad end, you will find a missed call on your tablet, which you can respond to using the "Call" icon on the tablet's main screen. This will begin the final week.

5.1 The final week

During the final week, it's up to you to convince the townsfolk to help you stop the Deity.

If you Bad End during the final week, you will experience a Game Over.

5.2 The final week - Oppose the Deity

You can do this by approaching townsfolk with a Relationship score of 75 or above and asking them to help you.

At the end of the week, there are three possible outcomes:

- If you reach the end of the week with at least five people convinced, Bertha included, you will succeed in sealing away the Deity and obtaining a Good Ending.
- If you managed to convince less than five people, Bertha included, but are very overweight; you can sacrifice yourself to save the town resulting in a Bad End.
- If you manage to convince less than five people and aren't big enough to sacrifice yourself, you will experience a Bad End and Game Over.

5.3 The final week - Free the Deity

The Deity will offer you a truce during the final week if you're doing a particularly good job convincing the townsfolk.

This can happen if:

- When sleeping with four days remaining, you've convinced three townsfolk.
- When sleeping the night before the final day, you've convinced five townsfolk.

This is considered the harder of the two routes since it isn't available until a few days of the final week have already passed. The win condition is also different, but it's still possible to win.

Upon agreeing to the Deity's request, every character obtains a "Drain" option in their main menus, where you steal some of their weight. This can only be done once per character, per day. Since you have to carry the weight that you steal, moving between locations becomes more challenging the more you do it.

It's also worth noting that your weight is what counts towards the requirement for achieving a win condition, so you can brute-force this by being utterly huge before the final week begins.

At the end of the week, one of several outcomes are possible:

- "Stay loyal" with enough Weight to succeed, resulting in the True Ending. *This also unlocks the cheat menu (On your tablet) in subsequent playthroughs.*
- "Stay loyal" without enough Weight, resulting in a Bad Ending.
- "Betray the Deity" with enough Weight, resulting in a Bad Ending.
- "Betray the Deity" without enough Weight, resulting in a Bad Ending.

6 ENDINGS BY SOURCE

6.1 HOTEL

"Stress relief" - Order room service from Simon with less than ten relationship points.

"Cash cow" - While at maximum lactation, high milk addiction and starving, milk yourself by hand.

"Bovine blues" - At maximum lactation, high milk addiction and starving, use the personal milker.

"Milk jugs" - Take milk pills while wearing breast plugs.

"Perfect feedee" - Ask Simon about extra services while your relationship is incredibly low.

6.2 BURGER JOINT

"Food tester" - At very high weight and low relationship with Terry, order food from the burger joint.

"Feeding a franchise" - Help out at the burger joint while your fullness is incredibly low.

6.3 Clothing store

"Public indecency" - Arrive at the clothing store while Matt hates you, then tell him you meant what you said.

"Matt's pet" - Get your clothing fixed while Matt hates you, and when he asks you for the second time, tell him you meant what you said.

"Dairy empire" - Model the cow-pattern bikini while your lactation is at maximum and you're wearing breast plugs.

“Milk Bone” – Do Matt’s breast worship scene while you’re wearing breast plugs, then let him keep drinking.

6.4 Hotel pool

"Pool float" - After seeing Ripley dumping chemicals into the pool, swim.

"Soft stuff" - While your relationship with Ripley is extremely low, ask her to make you a drink at the poolside bar.

6.5 Hotel spa

"Massage bed" - Ask Sofi for a massage while your relationship with her is zero.

"Living sauna" - When you get the option to drink some of the massage oil after a massage, choose to drink the oil.

“Cat Toy” – Get a mud bath while Sofi absolutely hates you. Mud baths are available when you’re very high weight.

“Dairy Domination” – Get a breast massage while wearing breast plugs, then tell Sofi to use her mouth.

6.6 Park

"Mascot" - Go for a run while your weight is incredibly high and your relationship with Ben is abysmal.

"Loser" - Go for a walk while your weight is incredibly high, and your relationship with Ben is abysmal.

6.7 Gym

"Gym mascot" - At extremely high weight and very low relationship with Hunk, run on the treadmill.

"Heavy weight" - At extremely high weight and very low relationship with Hunk, lift weights.

"Yoga mat" - At extremely high weight and very low relationship with Hunk, do yoga.

6.8 Dairy Farm

"Milk mate" - While you have very high relationship, drink milk until you hit maximum addiction and then accept Nettie's proposal.

"Milk taster" - While you have a neutral relationship, drink milk until you hit maximum addiction and then accept Nettie's proposal.

"Milk slave" - While you have very low relationship, drink milk until you hit maximum addiction.

"Dairy cow" - Offer to help out when Nettie utterly hates you.

"Dairy farmer" - During the massive order event, choose to keep milking Nettie.

6.9 Church

"Pawn" - Attend Sundae Service while your relationship with Bertha is incredibly low.

"Waste disposal" - Attend cooking classes while your relationship with Bertha is incredibly low.

"Feed the fatty" - Take part in the bake sale while your relationship with Bertha is incredibly low.

6.10 Heading home

"Eye candy" - When you're heading home by Taxi, choose to move around.

"Livestream" - When you're heading home by Van, choose to move around.

"Escort" - When you're heading home by Truck, choose to move around.

"Monument" - When you're heading home by Tractor, choose to move around.

6.11 Vending Machine

"Town Blimp " – Overindulge on Soda POP.

" Unbelievable softness " – Overindulge on Comfy Caramels.

"Airhead " – Overindulge on Airhead Gum.

"Weight Of The World " – Overindulge on Choco Crush.

6.12 Dreams

There are "mini" bad ends for all of the 29 dreams in the game. These are achieved by dreaming with low faith. The easiest way to trigger these individually is to unlock the dreamcatcher from Sofi, insult the Deity at the Church, and then use the dreamcatcher to pick the dream that has the bad end you want to achieve.

The bad endings related to dreams always result in a game over.

6.13 Final week endings

"Coward" - During the final week, choose to flee the town from your hotel room.

"Matt's coward" - During the final week, ask Matt to run away with you. They'll accept if they like you enough.

"Terry's coward" - During the final week, ask Terry to run away with you. They'll accept if they like you enough.

"Sofi's coward" - During the final week, ask Sofi to run away with you. They'll accept if they like you enough.

"Nettie's coward" - During the final week, ask Nettie to run away with you. They'll accept if they like you enough.

"Hunk's coward" - During the final week, ask Hunk to run away with you. They'll accept if they like you enough.

"Simon's coward" - During the final week, ask Simon to run away with you. They'll accept if they like you enough.

"Ripley's coward" - During the final week, ask Ripley to run away with you. They'll accept if they like you enough.

"Ben's coward" - During the final week, ask Ben to run away with you. They'll accept if they like you enough.

"Bertha's coward" - During the final week, ask Bertha to run away with you. They'll accept if they like you enough.

"Deity's curse" - During the final week, experience any other bad end.

"Deity's revenge" - During the final week, fail to convince five people to help you and don't sacrifice yourself.

"Hero" - During the final week, fail to convince five people to help you, be big enough to sacrifice yourself, and choose to do it.

"Hero!" - During the final week, convince five people to help you and seal away the Deity, then decide to stay in the town.

"Fond memories" - During the final week, convince five people to help you and seal away the Deity, then decide to leave the town.

"A life that fits" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Matt.

"A loving canvas" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Terry.

"A tender life" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Sofi.

"A fresh harvest" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Nettie.

"A strong bond" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Hunk.

"A new purpose" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Simon.

"A gold medal" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Ripley.

"A race worth running" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Ben.

"Someone new to believe in" - During the final week, convince five people to help you and seal away the Deity, then decide to stay with Bertha.

"Worshippers of the Gain" - Side with the Deity, stay loyal and be heavy enough to free the Deity.

"A table for two" - Side with the Deity, stay loyal and fail to free the Deity.

"Under new management" - Betray the Deity and have enough weight to steal their power.

"Your just desserts" - Betray the Deity and fail to steal their power.

6.14 Halloween

"Plumpkin" - Ask for a Halloween costume when you're very overweight and Matt dislikes you, then say "No" to their suggestion.

"Drugged candy" - Trick-or-treat repeatedly until the townsfolk get angry with you, then eat all the candy in your hotel room.

"Demon's plaything" - Refuse to give the demon your candy.

"Puppet" - Fail the ghost's puzzle during the haunted house event.

"Chew toy" - When encountering the werewolf for the first time, choose to stand your ground or try to run and then keep struggling. Do this twice.

"Good dog" - When encountering the werewolf for the first time, choose to try to run and then entice. Do this twice.

6.15 Christmas

"Christmas karma" - Repeatedly try to eat more chocolate from your advent calendar after you've already had today's chocolate.

"Christmas tree" - At incredibly high weight, with an awful relationship with both Bertha and Matt, choose to admire the tree.

"Season's servant" - Attend the Christmas feast while nobody in town likes you, and Simon hates you.

7 Gallery cheat sheet

The following are all the images you can unlock in the gallery, and where to unlock them in-game.

7.1 Hotel

1. Fatty shower – Take a shower while huge, while Simon likes you, and invite him.
2. Living bed – When Simon hates you, refuse to let him squeeze your stomach when you return to the hotel. Do this until you get the bad ending.
3. Ass smother – When you're massive and Simon loves you, order cake and offer to sit on him.
4. Belly smother – When you're massive and Simon loves you, order pancakes and offer to lie on him.
5. Tummy squeeze – When Simon hates you, have him squeeze your stomach when you return to the hotel.
6. Drugged food – Order room service when Simon hates you, and get the bad ending.

7.2 Spa

1. Lewd face – Have sex with Sofi.
2. Fatty massage – Get a fatty massage from a high-weight Sofi.

7.3 Pool

1. Poolside bar – Visit the poolside bar.
2. Body crush – During one of Ripley's random events, have her fall on you while she's very heavy.
3. Snacks – Bring Ripley snacks.
4. Sunbathe – At max relationship, help her sunbathe.
5. Pool party – Have a pool party.
6. Pool float – Jump in the pool after seeing it being sabotaged.
7. Soft stuff – At very low relationship, ask Ripley for a drink at the poolside bar.
8. Crush – Have Ripley drunkenly fall on you.

7.4 Burger joint

1. Stomach packing – Order food that takes you above the fullness cap and Terry will sometimes "help".
2. Bad end – Eat so much you can't move, while Terry hates you.
3. Feeding a franchise – When "helping out", get Terry fired.
4. Food raffle – RNG, win the food raffle when ordering food.
5. Terry stuffed – Appears in multiple scenes. Having him lose a round of the eating contest is one way.

7.5 Clothing store

1. Do Matt's highest-weight event.

7.6 Clothing store

1. Have sex with Ben when both your weights are very high.
2. Win a competition with Ben when his weight is tier 3 or above.

7.7 Gym

1. Fat fuck – At max weight, do Hunk's unlocked "Fat fuck" activity.

7.8 Dairy farm

1. Nettie horny – Have sex with Nettie.
2. Nettie milky – Drink Nettie's milk "from the tap".

7.9 Church

1. At Bertha's "Bake sale" activity, "Turn the tables" on her.

7.10 Deity

1. Deity dream – Have your dreams visited by the Deity, after finding all his clues and sleeping.
2. Deity defeated – Get the "Hero!" ending or any of its permutations.
3. Deity freed – Get the "Worshippers of the Gain" ending.